

## Tools Example Full-Day Program

Please note that the blocks of time may be arranged in a different order to suit the particular needs of your classroom.		
Time Block (Approx. Time, min.)		Activity
Free Choice Play & Mystery Games (15)		You greet children one-on-one when they come in <b>Mystery Question Games</b> are used as a transition to the classroom. —You help children to find their names if they need help. On the first day of the week, you assist children in reading the question. <b>All centers</b> are open for play
Opening Group (10-15)		<b>Timeline Calendar, Weather Mapping, Message of the Day (Scaffolded Writing), Share the News, Freeze Game, Name Games, Fingerplays, and Sing Songs</b>
Make-Believe Play Center Block (60)	Center Choice, & Play Planning (10)	Children plan their play with support from the teacher and their peers.
	Make-Believe Play (50)	Children play in centers. All centers are open. Teachers scaffold Make-Believe Play.
Outside Play (30)		Large muscle games, riding bikes/tricycles, etc., playing in the sand, playing on equipment. Should include props for play
Read Aloud (10)		<b>Storybook, Sing Songs, Fingerplays, Movement Games, Name Games</b> , etc.
Literacy Activities (10)		Small Group: Alternate between the small group literacy experiences outlined in the Teacher's Manual. (e.g. <b>Buddy Reading, Story Discussions, Flannel Board</b> etc)
Lunch (30, adjust time according to the needs of your group)		If at all possible, lunch should be served “family style” with an emphasis placed on creating a pleasant social atmosphere that promotes language development and peer-to-peer interactions.
Quiet Time (adjust depending on age and needs of your students)		Listen to Chapter Books and rest.
Free Choice Play (30)		<b>All centers</b> are open for play. Children who do not sleep should be allowed to play in quiet centers or activities.

Math/Science Activities (10)	Small groups: Alternate between the small group literacy experiences outlined in the Teacher's Manual. e.g. <b>Puzzles &amp; Manipulatives, Number and Science Books (Fiction and Non-fiction), Numerals Game, Venger Drawing</b> etc.
Read Aloud (10)	<b>Storybook. Sing Songs, Fingerplays, Movement Games, Name Games</b> , etc.
Large Muscle & Outside (30)	<b>Self-regulation Movement Games, Fingerplays, Music &amp; Movement, Freeze Game</b> , etc. should be options, especially if Large Muscle play is indoors.
Free Choice Play (30)	<b>All centers</b> are open for play. Free choice play and prepare for dismissal.